Franklin®

TG-450

User's Guide

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Key Guide

Function Keys

Goes to the Translator Entry screen. In the Translator toggles between the Source and Target languages.

Goes to the Phrases menu.

Goes to the Databank menu.

Goes to the Calculator.

Goes to the Converter menu.

Toggles between Home and World Time.

Goes to the Games menu.

Turns the unit on or off.

Cycles through the 12 available symbols.

Goes to the Settings menu.

Shifts to type capital letters and punctuation marks.

CLEAR — In the Translator, returns to the Entry screen. At the entry screen, clears the typed letters. In the Calculator, clears all entries. In the Converter, Databank and Games, goes to the main menu.

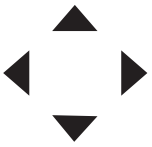
ACNT — Cycles through the available accents.

BACK — Goes back one step. Erases a letter at the Entry screens.

SPACE — At menus and Translator entries, pages down. At data entry screens, enters a space.

ENTER — Enters a word or selects an item. In the Calculator, performs a calculation. In the Databank goes to the number field.

Direction Keys

 — Move in the indicated direction.

NEXT — Goes to the next entry.

PREV — Goes to the previous entry.

Calculator Keys

Q–P Types numbers.

A(1/x) Calculates a reciprocal.

S(√x) Calculates a square root.

D(x^2) Squares a number.

F(%) Calculates a percentage.

G(.) Inserts a decimal point.

H(+)/J(-) Adds, subtracts, multiplies

K(x)/L(÷) or divides numbers.

Z(+/-) Changes the number on the screen to a negative or positive number.

X(M+) Adds the number on the screen to the number stored in memory.

C(M–) Subtracts the number on the screen from the number stored in memory.

V(MR) Recalls the number stored in memory.

B(MC) Clears the memory.

Getting Started

To Install or Change Batteries

Your TG-450 is powered by two CR2032, 3-volt batteries. Follow these instructions to install or replace them.

Warning!! If the batteries wear out completely, or if you take more than approximately one minute while changing the batteries, any user-entered information will be erased. You should always keep written copies of your important information.

1. Turn the unit over.
2. Gently push down on the tab under the battery cover and flip the unit to allow the cover to drop out.

   Do not force the door open.

   Use a paper clip, if necessary, to remove the old batteries.
3. Install the batteries positive side facing up.
4. Replace the battery cover.

To Set or Change the Message Language

The first time you use this translator, you must set the Message language. The Message language is the language of screen instructions and menu items.

Press the letter for the language you want: **E** for *English*, **F** for *French*, **D** for *German*, **I** for *Italian*, **S** for *Spanish*, **N** for *Dutch*, **P** for *Portuguese*, **R** for *Russian*, **C** for *Czechoslovakian*, **M** for *Hungarian*, **O** for *Polish* and **T** for *Turkish*.

To change the Message language, follow the steps below.

1. Press .
2. Use ▼ to highlight *Message Language* and press **ENTER** to select it.
3. Use ▼ to move the highlight to the language you want.
4. Press **ENTER** to select it.

To Set Source and Target Languages

The Source (*From:*) language is the language in which you enter a word at the Translator Entry screen. The Target (*To:*) language is the language in which you wish to view the translation.

To select Source and Target languages, do the following.

1. Press .
2. Press **ENTER** to select *Language*.
   The *From* language flashes.
3. Use ▶ or ◀ to select the Source language and press **ENTER** or ▼ .
   The *To* language flashes.
4. Use ▶ or ◀ to select the Target language and press **ENTER**.
5. Press to return to the Translator Entry screen.

You can toggle between the Source and Target languages at the Translator Entry screen by pressing .

To Change the Settings

When using this translator, you can adjust the screen contrast, the shutoff time and the type size. The shutoff time is how long your TG-450 stays on if you forget to turn it off.

1. Press .
2. Press ▼ or ▲ to highlight the item you want and press **ENTER** to select it.

3. Use the arrow keys to adjust the selected setting.
4. Press **ENTER** to confirm the change.

   Press **BACK** to leave the setting unchanged.
5. Press to return to the Translator Entry screen.

Using the Clocks

The clock lets you set a Home Time and view local times in 45 cities around the world. You must set the Home Time before viewing World Times as World Times are based on Home Time.

To Set Home Time

1. Press .

   You see *Home City* on the screen.
2. Press **S** to enter the setting mode.
3. Press **ENTER** to select *Set Time Format*.

   Press ▼ or ▲ to cycle through the 12- and 24-hour Day/ Month/Year formats. Press **ENTER** to save your selection.
4. Press ▼ to highlight *Set DST* and press **ENTER** to select it.

Press ▼ or ▲ to toggle between *DST On* or *DST Off*. Press **ENTER** to select your choice.

5. Press ▼ to highlight *Set Time* and press **ENTER** to select it.

   Press ▼ or ▲ until the current hour is displayed. Press ▶ to move to minutes, then press ▼ or ▲ until the current minute is displayed.

   Press **ENTER** to set the time.

6. Press ▼ to highlight *Set Date* and press **ENTER** to select it.

   Use ▶ or ◀ to move to the next or previous field. Use ▼ or ▲ to scroll to the current day/month/year. Press **ENTER** to set it.

7. Press ▼ to highlight *Set Home City* and press **ENTER** to select it.

   Press ▼ or ▲ until your local city is displayed. Press **ENTER** to select it.

8. Press **CLEAR** or **BACK** to exit setting mode.

To View World Time

1. Press until you see *World City*.

2. Press ▼ or ▲ to view the date and time in the list of available cities.

CITY	ABBREVIATION	CITY	ABBREVIATION
LONDON	LON	SINGAPORE	SIN
LISBON	LIS	TOKYO	TYO
PARIS	PAR	ADELAIDE	ADL
BERLIN	BER	SYDNEY	SYD
ROME	ROM	GUAM	GUM
AMSTERDAM	AMS	NOUMEA	NOU
BARCELONA	BCN	WELLINGTON	WLG
MADRID	MAD	AUCKLAND	AKL
BRUSSELS	BRU	TONGA	TNG
HELSINKI	HEL	MIDWAY ISLANDS	MID
CAIRO	CAI	HONOLULU	HNL
MOSCOW	MOW	ANCHORAGE	ANC
RIYADH	RUH	LOS ANGELES	LAX
TEHRAN	THR	DENVER	DEN
DUBAI	DXB	CHICAGO	CHI
KABUL	KBL	NEW YORK	NYC
KARACHI	KHI	TORONTO	YYZ
DELHI	DEL	CARACAS	CCS
DHAKA	DAC	RIO DE JANEIRO	RIO
YANGON	RGN	MID ATLANTIC	MAT
BANGKOK	BKK	FERNANDO DE NOAH	FER
BEIJING	BEI	AZORES ISLANDS	AZO
HONG KONG	HKG		

You can also set a city to be the World City you first view when you enter World Time.

1. Press until you see *World City*.
2. Press **S** to enter Setting Mode.
3. Press ▼ to highlight *Set World City* and press **ENTER** to select it.

   Press ▼ or ▲ until the city you want is displayed. Press **ENTER** to select it.
4. Press **CLEAR** or **BACK** to exit setting mode.

Translating Words

You can use this translator to translate words from a Source language to a Target language.

Press to toggle between the current Source and Target languages. You can change the Source and Target languages at any time.

Please see “To Set Source and Target Languages” to learn how.

1. Press to go to the Translator Entry screen.

   The entry language will be your Source language.

2. Type a word to look up.

   You can type accent marks, diacritical marks and capital letters, but they are not needed to find matches.

   To type accents, type the letter first then press **ACNT**.

   To type a punctuation mark, type the letter first then press **SYMB** repeatedly until you see the one you want.

3. Press **ENTER**.

   The message *Found: number* flashes on the screen followed by the list of words and/or phrases.

4. Use ▼ or ▲ to move the highlight to the word or phrase you want and press **ENTER** to see its translation.

   If there is more than one screen of data, use ▼ or **SPACE** to read.

5. Press **BACK** to return to the list.
6. Press **CLEAR** to start a new search.

Translating Phrases

Note: The phrases in this product are listed in the current Source language. To find translations of phrases, do the following.

1. Press .
2. Use ▼ or ▲ to move the highlight to the category you want and press **ENTER** to select it.

   If necessary, use ▼ or ▲ to move the highlight to the sub-category you want and press **ENTER** to select it.

   You can also type the name of the item you are looking for, or you can type a letter to go to the first category or sub-category starting with that letter. Once you type a letter, a small Seach entry screen appears.

3. Use ▼ or ▲ to move the highlight to the phrase you want.

   You can also type a word you are looking for, or you can type a letter to go to the first phrase starting with that letter.

4. Press **ENTER** to see the translation.

   If there is more than one screen of data, use ▼ or **SPACE** to read.

5. Press **BACK** to return to the list.
6. Press **CLEAR** to return to the Phrases menu.

   Press to return to the Translator Entry screen.

Using the Databank

This product has a databank that can save as many as 100 names and phone numbers. The total amount of names and numbers that you can save depends upon the number of characters in each entry.

To Add an Entry to the Phone List

1. Press .
2. Use ▼ to highlight *New Entry* and press **ENTER** to select it.

3. Type a name and then press **ENTER**.

   Each name can contain up to 30 characters, including spaces, with letters appearing as capitals. **Note:** Accented characters are not supported in the phone list.

   To delete a character, press **BACK**.

4. Use the numbered keys to type a phone number and then press **ENTER** to store your data.

   Note: You cannot type letters in a phone number.

   Warning! Your phone list information is safely stored in memory as long as the battery supplies power. However, if the battery loses all power, this information will be permanently lost. Always keep written copies of your important information.

To View the Phone List

1. Press .
2. Press **ENTER** to select *View:… Entries*.
3. To view an entry, use ▼ or ▲ to find it, or type the name you want to see.
4. Press **ENTER** to view it.

To Edit Phone List Entries

1. Press .
2. Press ▼ to highlight *Edit Entry* and then press **ENTER** to select it.
3. Use ▼ or ▲ to find the entry you want or type the name you're looking for, then press **ENTER**.
4. Edit the name field, then press **ENTER** to move to the number field.

   Press **BACK** to delete a character to the left of the cursor.
5. Edit the Number field, then press **ENTER** to save all changes.

   Press **CLEAR** to return to the Databank menu without saving your changes.

To Delete an Entry from the Phone List

1. Press .
2. Use ▼ to highlight *Delete Entry* and press **ENTER** to select it.
3. Use ▼ or ▲ to find the entry you want or type the name you're looking for, then press **ENTER**.
4. Press **Y** to delete the entry or **N** to cancel the deletion.

Note: Y and **N** represent *Yes* and *No* and change with the selected Message language. For example, if French is the selected Message language, these would be **O** and **N.**

To Erase All the Phone List Entries

Warning! This procedure permanently erases all the names and numbers in your phone list.

1. Press .
2. Use ▼ to highlight *Erase All Data* and press **ENTER** to select it.
3. Press **Y** to erase all the entries or **N** to cancel the deletion.

Using a Password

You can use a password to keep the information in the Databank private. The password is requested when the unit is turned on and the Databank is accessed.

Password Warnings

Warning! After you set the password, you must enter it to access the databank for the first time during a session. Always record your password and keep it in a separate place.

If you forget the password, you must reset the unit to access the databank.

Use the end of a straightened paper clip to gently press the reset button located on the back of your unit.

If the unit does not reset after pressing the reset button, remove the batteries, wait at least two minutes, and then re-install them. For battery instructions, see “To Install or Change Batteries”.

Warning! Resetting the unit erases all user-entered information. Always keep written copies of your data.

To Set a Password

1. Press .
2. Use ▼ to highlight *Set Password* and press **ENTER** to select it.
3. Type a password and then press **ENTER**.

   Your password can have up to 8 letters.

   You are prompted to retype your password.
4. Type your password again exactly as you did the first time.
5. Press **ENTER** to confirm and enable your password.

To test the password, press ⏻ twice, press , type the password, and press **ENTER**.

To disable the password, repeat Steps 1 and 2 above, and press **ENTER** when *Enter New Password* is displayed.

Using the Calculator

To Make a Calculation

1. Press .
2. Type a number.

   You can type up to 10 digits.
3. Press **H(+)**, **J(-)**, **K(X)**, **L(÷)** to add, subtract, multiply, or divide.
4. Type another number.
5. Press **ENTER**.

   To repeat the calculation, press **ENTER** again.
6. Press **CLEAR** to clear the current calculations.

To Use Calculator Memory

1. In the Calculator, make a calculation or type a number.

2. To add the number on the screen to the number stored in memory, press **X(M+)**.

   To subtract the number on the screen from the number stored in memory, press **C(M-)**.

   M indicates the number is stored in memory.
3. To retrieve the number from memory, press **V(MR)**.
4. To clear the memory, press **B(MC)**.

Using the Converters

The converter allows you to easily convert measurements and currency.

To Do a Metric Conversion

1. Press .
2. Press ▼ or ▲ to highlight a conversion category, and press **ENTER** to select it.

   If there is a sub-menu, repeat Step 2 again.
3. Type a number after one of the units.

   Press ▼ or ▲ to move between the lines. Press **BACK** to delete a number.
4. Press **ENTER** to convert it.
5. Press **CLEAR** when finished.

To Do a Currency Conversion

1. Press .
2. Use ▼ to highlight *Currency* and then press **ENTER** to select it.
3. Enter a conversion rate and press **ENTER**.

   The rate should be in units of the other currency per one unit of the home currency (n other/1 home).
4. Type an amount for the home or other currency.

   Press ▼ or ▲ to move between the lines. Press **BACK** to erase a number.
5. Press **ENTER** to convert it.

To Use the Euro Converter

This product features a Euro converter for conversion between the Euro and 12 national currencies. The built-in rates are those adopted by the Council of the European Union for the 12 participating countries, based on the set conversion rate of 1 Euro=x in national currency. These rates cannot be edited in accordance with the rounding regulations set by the European commission. Rates are set as follows:

1 EURO
= 40.3399 BEF (Belgian Francs)
= 1.95583 DEM (German Marks)
= 166.386 ESP (Spanish Pesetas)
= 6.55957 FRF (French Francs)
= 0.787564 IEP (Irish Pounds)
= 1936.27 ITL (Italian Lire)
= 40.3399 LUF (Luxemburg Francs)
= 2.20371 NLG (Dutch Gilders)
= 13.7603 ATS (Austrian Shillings)
= 200.482 PTE (Portuguese Escudos)
= 5.94573 FIM (Finnish Marks)
= 340.750 GRD (Greek Drachma)

1. Press .
2. Press **ENTER** to select *Euro Converter*.
3. Use ▼ or ▲ to highlight a conversion category, and press **ENTER** to select it.
4. Type an amount to convert and press **ENTER**.
   Press **N (INV)** to reverse the direction of the conversion.
5. Press **CLEAR** to make another conversion.
6. Press to return to the Translator Entry screen.

Playing the Games

There are five fun games for you to choose from: *Hangman*, *Quiz*, *Chance*, *Memory* and *Keyboard Wiz*.

To Select a Game

1. Press .
2. Use ▼ or ▲ to move the highlight to a game you want.
3. Press **ENTER** to select it.

To Set a Skill Level

You can select the degree of difficulty for the games from the following: *Beginner*, *Intermediate*, *Advanced*, *Expert* or *Wizard*.

1. Press .
2. Use ▼ to highlight to *Game Settings* and press **ENTER** to select it.
3. Use ▼ or ▲ to move the highlight to the skill level you want and press **ENTER** to select it.
4. Press **BACK** to return to the Games list.

To Play Hangman

Hangman selects a mystery word and challenges you to guess it letter by letter. The letters of the mystery word are hidden by question marks. The number of guesses remaining is indicated by #'s.

1. Select *Hangman* on the Games menu.
2. Type a letter you think is in the word.

   If you are correct, the letter appears in place of the question mark. If you are wrong, it replaces an # on the screen and another part of the man appears.
3. Press **ENTER** to show the word and end the round.
4. Press **ENTER** to play a new round.

To Play Quiz

Quiz tests your translation skills. **Note:** to change the language for Quiz, you must change the Source language before you play. Please see "To Change the Source and Target Languages" to learn how.

1. Select *Quiz* on the Games menu.

   A word appears on the screen.
2. Pronounce the word and try to guess its translation.

3. Press **ENTER** to see the translation.
4. Press **ENTER** to play another round

To Play Chance

You can have your TG-450 select a maximum of 9 numbers from the range of 1-99.

1 Select *Chance* on the Games menu.

   You see the message *Set#(1-9)* and the number *6* flashes on the screen to indicate that this can be changed.

2. Tap **ENTER** to select 6 or press ▼ or ▲ to select any number from 1-9.

   For example, select 5.

3. Press **ENTER** again.

   You can now select your highest number which must be equal to or less than 99.

4. To select a maximum number, press ▼ or ▲ to select a new number.

   For example, select 75.

5. Press **ENTER** repeatedly to see new sets of numbers.
6. Press **BACK** to clear your selections and start a new round or press **CLEAR** to return to the Games menu.

To Play Memory

As the name suggests, this game tests your memory. The game has five levels with increasing sets of hidden numbers: *Beginner*-4, *Intermediate*-6, *Advanced*-8, *Expert*-10 and *Wizard*-12

1. Select *Memory* on the Games menu.
2. Press the direction arrows to move to a hidden number and press **ENTER** to see it.

   The number on the cursor is revealed.
3. Continue doing this until you find matching numbers.

   The object of the game is to find all the matching number sets. When you reveal two similar numbers one after the other, both numbers stay revealed, otherwise the numbers remain hidden. When all the numbers are revealed, the game is over and a new round begins.
4. Press **BACK** or **CLEAR** to return to the Games menu.

To Play Keyboard Wiz

This game tests your knowledge of the keypad and your reflexes! Letters race across the display. The object of the game is to tap the

letter that races across the screen. There are 5 levels of speed.

1. Select *Keyboard Wiz* on the Games menu..
2. Press the letter that is leftmost on the screen.

   If you press the correct letter, it disappears. Once 20 characters are displayed, the game is over.
3. Press **ENTER** to play another round.

Resetting Your TG-450

If the keyboard fails to respond,or if the screen performs erratically, perform a system reset by following the steps below.

1. Hold **CLEAR** and press ⏻ .

   If nothing happens, try Step 2.
2. Use a paper clip to gently press the reset button located on the back of the unit.

Warning! Pressing the reset button with more than light pressure may permanently disable your TG-450. In addition, resetting the TG-450 erases settings and user-entered information.

Specifications

Model: TG-450
Size: 12.7 x 7.8 x 1.7 cm
Weight: 3.5 oz
Batteries: 2 CR-2032 lithium
ISBN 1-59074-108-0

Contacts

Please have your product number (TG-450) and date of purchase handy when you call to register. To register and for customer support, please call 1-800-266-5626 (US only). For technical support, call 609-386-8997 or visit us at www.franklin.com.

Cleaning this Product

To clean this product, spray a mild glass cleaner onto a cloth and wipe its surface. Do not spray liquids directly onto the unit. Do not use or store this product in extreme or prolonged heat, cold, humidity, or other adverse conditions. If you have a problem with this product, refer to the warranty.

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FOR HOME OR OFFICE USE

PATENTS PENDING

FCC Notice

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

–Reorient or relocate the receiving antenna.

–Increase the separation between the equipment and receiver.

–Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

–Consult the dealer or an experienced radio/TV technician for help.

NOTE: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

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FRANKLIN ELECTRONIC PUBLISHERS, INC.
ATTN: SERVICE DEPARTMENT
ONE FRANKLIN PLAZA
BURLINGTON, NJ 08016-4907

IF YOU RETURN A FRANKLIN PRODUCT, PLEASE INCLUDE A NOTE WITH THE RMA, YOUR NAME, ADDRESS, TELEPHONE NUMBER, A BRIEF DESCRIPTION OF THE DEFECT AND A COPY OF YOUR SALES RECEIPT AS PROOF OF YOUR ORIGINAL DATE OF PURCHASE. YOU MUST ALSO WRITE THE RMA PROMINENTLY ON THE PACKAGE IF YOU RETURN THE PRODUCT, OTHERWISE THERE MAY BE A LENGTHY DELAY IN THE PROCESSING OF YOUR RETURN. WE STRONGLY RECOMMEND USING A TRACKABLE FORM OF DELIVERY TO FRANKLIN FOR YOUR RETURN.

Limited Warranty (EU and Switzerland)

This product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin for a period of two years from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products purchased outside the European Union and Switzerland that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This guarantee does not affect the consumer's statutory rights.

This unit may change operating modes due to Electro-static Discharge. Normal operation of this unit can be re-established by pressing the reset key, ⏻ or by removing/replacing batteries.

Limited Warranty (outside U.S., EU and Switzerland)

This product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin for a period of one year from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products purchased outside the United States, the European Union and Switzerland that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This guarantee does not affect the consumer's statutory rights.